The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of claims:

1-32. (canceled)

33. (Currently amended)   A gaming device, comprising:

a gaming controller;

memory;

a display unit comprising a display screen including a first plurality of display pixels;

a lenticular screen coupled with said display screen, the lenticular screen comprising a plurality of lenticules; and

a value input device;

the gaming device being operable **and configured** to:

control a wager-based game played at the gaming device;

process image data relating to a first image to be displayed at the display unit, the image data including a plurality of stereoscopic images representing N perspective views of the first image, wherein each stereoscopic image has associated therewith a respective plurality of image pixels;

identify a selected pixel mapping algorithm for use in mapping selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen, wherein the selected pixel mapping algorithm corresponds to a first pixel mapping algorithm if a value of N corresponds to a first value, and wherein the selected pixel mapping algorithm corresponds to a second pixel mapping algorithm, different from the first pixel mapping algorithm, if the value of N corresponds to a second value, different from the first value;

generate, using the selected pixel mapping algorithm, pixel mapping information relating to a mapping of selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen;

display at the display screen, using at least a portion of the pixel mapping information, one or more selected portions of the stereoscopic images in a manner which results in juxtaposition of at least some of the selected image pixels with one or more respective lenticules of the lenticular screen; and

display the one or more selected portions of the stereoscopic images in a manner which creates a three-dimensional appearance of the first image at the display unit when viewed by an observer.

34. (currently amended)   The gaming device of claim 33 being further operable to:

simultaneously display selected portions of at least two different stereoscopic images representing different perspectives of the first image in a manner which creates the three-dimensional appearance of the first image at the display unit when viewed by the observer, wherein different perspective views of the first image ~~may be~~ __are__ perceived by the observer from different viewing angles of the display unit.

35. (previously presented)   The gaming device of claim 33 being further operable to:

select a desired pixel mapping algorithm for use in generating the pixel mapping information using information relating to the N perspective views of the first image, wherein the first pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the first value, and wherein the second pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the second value.

36. (Currently amended)   The gaming device of claim 33:

wherein the image data includes ~~9 different~~ __nine different__ stereoscopic images representing ~~9 perspective~~ __nine perspective__ views of the first image, the ~~9 different__ __nine different__ stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views;

wherein said lenticular screen is configured to facilitate presentation of nine perspective views in a manner which creates the three-dimensional appearance of the first image at the display unit when viewed by the observer; and

wherein the lenticular screen comprises a plurality of cylindrical-shaped lenticules.

37. (Currently amended)   The gaming device of claim 33:

wherein the image data includes ~~9 different~~ __nine different__ stereoscopic images representing ~~9 perspective~~ __nine perspective__ views of the first image, the ~~9 different__ __nine__

different stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views;

wherein said lenticular screen is configured to facilitate presentation of nine perspective views in a manner which creates the three-dimensional appearance of the first image at the display unit when viewed by the observer; and

wherein the device is further operable to simultaneously interlace the display of selected portions of the different stereoscopic images in a manner which results in the display of the three-dimensional appearance of the first image.

38. (Currently amended)   The gaming device of claim 33:

wherein the image data includes ~~9 different~~ **nine different** stereoscopic images representing ~~9 perspective~~ **nine perspective** views of the first image, the ~~9 different~~ **nine different** stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views; and

wherein at least a portion of the selected pixel mapping algorithm is based upon an expression according to:

C=(1-L)x(N-1),

wherein L represents a center position of a first display pixel which is associated with a respective first lenticule;

wherein N represents the number of perspective views; and

wherein C represents a selected stereoscopic image of the plurality of stereoscopic images which is to be utilized for display in association with the first display pixel.

39. (previously presented)   The gaming device of claim 33 wherein at least some display pixels of the first display screen have associated therewith one or more respective sub-pixels, the device being further operable to:

generate, using the selected pixel mapping algorithm, sub-pixel mapping information relating to a mapping of selected image pixels associated with one or more selected portions of the stereoscopic images to respective display sub-pixels of the display screen;

display at the display screen, using at least a portion of the sub-pixel mapping information, one or more selected portions of the stereoscopic images in a manner which results

in juxtaposition of at least some of the selected image pixels with one or more respective lenticules of the lenticular screen.

40. (previously presented)   The gaming device of claim 33 wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, the device being further operable to:

       display at the display unit the first image portion in a manner which creates a three-dimensional appearance of the displayed image of the virtual mechanical slot machine reel when viewed by the observer.

41. (previously presented)   The gaming device of claim 33 wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, the device being further operable to:

       display, at the display unit, the first image portion in a manner which provides the observer with an appearance of depth of the displayed image of the virtual mechanical slot machine reel.

42. (previously presented)   The gaming device as defined in claim 33, wherein said display unit comprises a video display unit, and wherein the image data includes a plurality of stereoscopic video images, the device being further operable to:

       cause said display unit to generate a game display relating to at least one wager-based game selected from a group consisting of: poker, blackjack, slots, keno and bingo.

43. (previously presented)   The gaming device as defined in claim 42 being further operable to:

       cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker;

       cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots;

       cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack;

cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno; and

cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

44. (previously presented)   The gaming device as defined in claim 33 wherein said display unit additionally comprises at least one mechanical slot machine reel.

45. (previously presented)   The gaming device as defined in claim 33 wherein at least a first portion of said lenticular screen is aligned in juxtaposition with said display screen.

46. (previously presented)   The gaming device as defined in claim 33:

wherein said lenticular screen includes a plurality of substantially parallel columns of lenticules;

wherein the plurality of substantially parallel columns of lenticules are disposed at an angle (A) relative to a selected axis of the display screen; and

wherein data relating to the angle (A) is used for generating the pixel mapping information.

47. (previously presented)   The gaming device as defined in claim 33,

wherein the lenticular screen comprises a first side comprising a plurality of lenticules and a second side comprising a substantially smooth surface;

wherein said second side comprises an anti-reflective surface;

wherein the first side of the lenticular screen is positioned to face the display screen; and

wherein the second side of lenticular screen is positioned to face an observer of the display screen.

48. (previously presented)   The gaming device as defined in claim 33, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.

49. (Currently amended)   A gaming system, comprising:

at least one gaming device comprising a display system, the display system including a display screen including a first plurality of display pixels, the display system further including a lenticular screen coupled with said display screen, the lenticular screen comprising a plurality of lenticules;

at least one server communicatively coupled to the at least one gaming device;

at least one controller;

memory;

a value input system;

the gaming system being operable **and configured** to:

control a wager-based game played at the at least one gaming device;

process image data relating to a first image to be displayed at the display system, the image data including a plurality of stereoscopic images representing N perspective views of the first image, wherein each stereoscopic image has associated therewith a respective plurality of image pixels;

identify a selected pixel mapping algorithm for use in mapping selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen, wherein the selected pixel mapping algorithm corresponds to a first pixel mapping algorithm if a value of N corresponds to a first value, and wherein the selected pixel mapping algorithm corresponds to a second pixel mapping algorithm, different from the first pixel mapping algorithm, if the value of N corresponds to a second value, different from the first value;

generate, using the selected pixel mapping algorithm, pixel mapping information relating to a mapping of selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen;

display at the display screen, using at least a portion of the pixel mapping information, one or more selected portions of the stereoscopic images in a manner which results in juxtaposition of at least some of the selected image pixels with one or more respective lenticules of the lenticular screen; and

display the one or more selected portions of the stereoscopic images in a manner which creates a three-dimensional appearance of the first image at the display system when viewed by an observer.

50. (currently amended)   The gaming system of claim 49 being further operable to:

   simultaneously display selected portions of at least two different stereoscopic images representing different perspectives of the first image in a manner which creates the three-dimensional appearance of the first image at the display system when viewed by the observer, wherein different perspective views of the first image ~~may be~~ **are** perceived by the observer from different viewing angles of the display system.

51. (previously presented)   The gaming system of claim 49 being further operable to:

   select a desired pixel mapping algorithm for use in generating the pixel mapping information using information relating to the N perspective views of the first image, wherein the first pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the first value, and wherein the second pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the second value.

52. (Currently amended)   The gaming system of claim 49:

   wherein the image data includes ~~9 different~~ **nine different** stereoscopic images representing ~~9 perspective~~ **nine perspective** views of the first image, the ~~9 different~~ **nine different** stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views;

   wherein said lenticular screen is configured to facilitate presentation of nine perspective views in a manner which creates the three-dimensional appearance of the first image at the display system when viewed by the observer; and

   wherein the lenticular screen comprises a plurality of cylindrical-shaped lenticules.

53. (Currently amended)   The gaming system of claim 49:

   wherein the image data includes ~~9 different~~ **nine different** stereoscopic images representing ~~9 perspective~~ **nine perspective** views of the first image, the ~~9 different~~ **nine different** stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views;

   wherein said lenticular screen is configured to facilitate presentation of nine perspective views in a manner which creates the three-dimensional appearance of the first image at the display system when viewed by the observer; and

wherein the gaming system is further operable to simultaneously interlace the display of selected portions of the different stereoscopic images in a manner which results in the display of the three-dimensional appearance of the first image.

54. (Currently amended)   The gaming system of claim 49:

wherein the image data includes ~~9 different~~ **nine different** stereoscopic images representing ~~9 perspective~~ **nine perspective** views of the first image, the ~~9 different~~ **nine different** stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views; and

wherein at least a portion of the selected pixel mapping algorithm is based upon an expression according to:

$C=(1-L)x(N-1),$

wherein L represents a center position of a first display pixel which is associated with a respective first lenticule;

wherein N represents the number of perspective views; and

wherein C represents a selected stereoscopic image of the plurality of stereoscopic images which is to be utilized for display in association with the first display pixel.

55. (previously presented)   The gaming system of claim 49 wherein at least some display pixels of the first display screen have associated therewith one or more respective sub-pixels, the gaming system being further operable to:

generate, using the selected pixel mapping algorithm, sub-pixel mapping information relating to a mapping of selected image pixels associated with one or more selected portions of the stereoscopic images to respective display sub-pixels of the display screen;

display at the display screen, using at least a portion of the sub-pixel mapping information, one or more selected portions of the stereoscopic images in a manner which results in juxtaposition of at least some of the selected image pixels with one or more respective lenticules of the lenticular screen.

56. (previously presented)   The gaming system of claim 49 wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, the gaming system being further operable to:

display at the display system the first image portion in a manner which creates a three-dimensional appearance of the displayed image of the virtual mechanical slot machine reel when viewed by the observer.

57. (previously presented)   The gaming system of claim 49 wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, the gaming system being further operable to:

display, at the display system, the first image portion in a manner which provides the observer with an appearance of depth of the displayed image of the virtual mechanical slot machine reel.

58. (previously presented)   The gaming system as defined in claim 49, wherein said display system comprises a video display system, and wherein the image data includes a plurality of stereoscopic video images, the gaming system being further operable to:

cause said display system to generate a game display relating to at least one wager-based game selected from a group consisting of: poker, blackjack, slots, keno and bingo.

59. (previously presented)   The gaming system as defined in claim 58 being further operable to:

cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker;

cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots;

cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack;

cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno; and

cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

60. (previously presented)   The gaming system as defined in claim 49 wherein said display system additionally comprises at least one mechanical slot machine reel.

61. (previously presented)   The gaming system as defined in claim 49 wherein at least a first portion of said lenticular screen is aligned in juxtaposition with said display screen.

62. (previously presented)   The gaming system as defined in claim 49:

     wherein said lenticular screen includes a plurality of substantially parallel columns of lenticules;

     wherein the plurality of substantially parallel columns of lenticules are disposed at an angle (A) relative to a selected axis of the display screen; and

     wherein data relating to the angle (A) is used for generating the pixel mapping information.

63. (previously presented)   The gaming system as defined in claim 49,

     wherein the lenticular screen comprises a first side comprising a plurality of lenticules and a second side comprising a substantially smooth surface;

     wherein said second side comprises an anti-reflective surface;

     wherein the first side of the lenticular screen is positioned to face the display screen; and

     wherein the second side of lenticular screen is positioned to face an observer of the display screen.

64. (previously presented)   The gaming system as defined in claim 49, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.

65. (Currently amended)   A gaming system, comprising:

     at least one gaming device comprising a display system, the display system including a display screen including a first plurality of display pixels, the display system further including a lenticular screen coupled with said display screen, the lenticular screen comprising a plurality of lenticules;

     at least one server communicatively coupled to the at least one gaming device;

     at least one controller;

     memory;

a value input system;

means for controlling a wager-based game played at the at least one gaming device;

means for processing image data relating to a first image to be displayed at the display system, the image data including a plurality of stereoscopic images representing N perspective views of the first image, wherein each stereoscopic image has associated therewith a respective plurality of image pixels;

means for identifying a selected pixel mapping algorithm for use in mapping selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen, wherein the selected pixel mapping algorithm corresponds to a first pixel mapping algorithm if a value of N corresponds to a first value, and wherein the selected pixel mapping algorithm corresponds to a second pixel mapping algorithm, different from the first pixel mapping algorithm, if the value of N corresponds to a second value, different from the first value;

means for generating, using the selected pixel mapping algorithm, pixel mapping information relating to a mapping of selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen;

means for displaying at the display screen, using at least a portion of the pixel mapping information, one or more selected portions of the stereoscopic images in a manner which results in juxtaposition of at least some of the selected image pixels with one or more respective lenticules of the lenticular screen; and

means for displaying the one or more selected portions of the stereoscopic images in a manner which creates a three-dimensional appearance of the first image at the display system when viewed by an observer;

wherein the image data includes ~~9 different~~ **nine different** stereoscopic images representing ~~9 perspective~~ **nine perspective** views of the first image, the ~~9 different~~ **nine different** stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views;

wherein said lenticular screen is configured to facilitate presentation of nine perspective views in a manner which creates the three-dimensional appearance of the first image at the display system when viewed by the observer; and

wherein the gaming system is further operable to simultaneously interlace the display of selected portions of the different stereoscopic images in a manner which results in the display of the three-dimensional appearance of the first image.

66. (previously presented)   The gaming system of claim 65 further comprising:

means for selecting a desired pixel mapping algorithm for use in generating the pixel mapping information using information relating to the N perspective views of the first image, wherein the first pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the first value, and wherein the second pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the second value.

67. (previously presented)   The gaming system of claim 65 wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, the gaming system further comprising:

means for displaying, at the display system, the first image portion in a manner which provides the observer with an appearance of depth of the displayed image of the virtual mechanical slot machine reel.

68. (new)   The gaming device of claim 33, wherein the gaming device applies the second pixel mapping algorithm by averaging a plurality of pixel values from more than one of the plurality of stereoscopic images.

69. (new)   A gaming method comprising:

processing image data relating to a first image of a wager-based game to be displayed at a display unit of the gaming device, the image data including a plurality of stereoscopic images representing N perspective views of the first image, wherein each stereoscopic image is associated with a respective plurality of image pixels;

identifying a selected pixel mapping algorithm for use in mapping selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of a display screen of the display unit, wherein the selected pixel mapping algorithm corresponds to a first pixel mapping algorithm if a value of N corresponds to a first value, and

wherein the selected pixel mapping algorithm corresponds to a second pixel mapping algorithm, different from the first pixel mapping algorithm, if the value of N corresponds to a second value, different from the first value;

generating, using the selected pixel mapping algorithm, pixel mapping information relating to mapping of selected image pixels associated with one or more selected portions of the stereoscopic images to respective display pixels of the display screen;

juxtapositioning at least some of the selected image pixels with one or more respective lenticules of a lenticular screen by displaying at the display screen, using at least a portion of the pixel mapping information, one or more selected portions of the stereoscopic images; and

creating a three-dimensional appearance of the first image at the display unit by displaying the one or more selected portions of the stereoscopic images.

70. (new)   The gaming method of claim 69 further comprising:

creating the three-dimensional appearance of the first image at the display unit by simultaneously displaying selected portions of at least two different stereoscopic images representing different perspectives of the first image, wherein different perspective views of the first image are perceived by an observer from different viewing angles of the display unit.

71. (new)   The gaming method of claim 69 further comprising:

selecting a desired pixel mapping algorithm for use in generating the pixel mapping information using information relating to the N perspective views of the first image, wherein the first pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the first value, and wherein the second pixel mapping algorithm is selected as the desired pixel mapping algorithm if the value of N corresponds to the second value.

72. (new)   The gaming method of claim 69, wherein the image data includes nine different stereoscopic images representing nine perspective views of the first image, the nine different stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views, wherein the lenticular screen comprises a plurality of cylindrical-shaped lenticules, said gaming method further comprising:

creating the three-dimensional appearance of the first image at the display unit by presenting nine perspective views via the lenticular screen.

73. (new)   The gaming method of claim 69, wherein the image data includes nine different stereoscopic images representing nine perspective views of the first image, the nine different stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views, said gaming method further comprising:

creating the three-dimensional appearance of the first image at the display unit by presenting nine perspective views via the lenticular screen; and

displaying the three-dimensional appearance of the first image by simultaneously interlacing the display of selected portions of the different stereoscopic images.

74. (new)   The gaming method of claim 69,

wherein the image data includes nine different stereoscopic images representing nine perspective views of the first image, the nine different stereoscopic images including a combination of three horizontal perspective views and three vertical perspective views; and

wherein at least a portion of the selected pixel mapping algorithm is based upon an expression according to:

$C=(1-L)x(N-1)$,

wherein L represents a center position of a first display pixel which is associated with a respective first lenticule;

wherein N represents the number of perspective views; and

wherein C represents a selected stereoscopic image of the plurality of stereoscopic images which is to be utilized for display in association with the first display pixel.

75. (new)   The gaming method of claim 69, wherein at least some display pixels of the first display screen have associated therewith one or more respective sub-pixels, said method further comprising:

respectively displaying sub-pixels of the display screen upon generating, using the selected pixel mapping algorithm, sub-pixel mapping information related to a mapping of selected image pixels associated with one or more selected portions of the stereoscopic images;

juxtapositioning at least some of the selected image pixels with one or more respective lenticules of the lenticular screen by displaying, at the display screen, using at least a portion of the sub-pixel mapping information, one or more selected portions of the stereoscopic images.

76. (new)   The gaming method of claim 69, wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, said method further comprising creating a three-dimensional appearance of the displayed image of the virtual mechanical slot machine reel by displaying at the display unit the first image portion.

77. (new)   The gaming method of claim 69 wherein the first image includes a first image portion representing an image of a virtual mechanical reel of a slot machine, said method further comprising providing an observer with an appearance of depth of the displayed image of the virtual mechanical slot machine reel by displaying, at the display unit, the first image portion.

78. (new)   The gaming method as defined in claim 69, wherein said display unit comprises a video display unit, and wherein the image data includes a plurality of stereoscopic video images, said method further comprising causing the display unit to generate a game display relating to at least one wager-based game selected from a group consisting of: poker, blackjack, slots, keno and bingo.

79. (new)   The gaming method as defined in claim 69, further comprising:
        causing a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker;
        causing a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots;
        causing a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack;
        causing a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno; and
        causing a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

80. (new)   The gaming method as defined in claim 69, wherein said display unit additionally comprises at least one mechanical slot machine reel.

81. (new)   The gaming method as defined in claim 69, further comprising aligning at least a first portion of said lenticular screen in juxtaposition the the display screen.

82. (new)   The gaming method as defined in claim 69, wherein the lenticular screen includes a plurality of substantially parallel columns of lenticules, wherein the plurality of substantially parallel columns of lenticules are disposed at an angle (A) relative to a selected axis of the display screen, said gaming method further comprising generating the pixel mapping information by using data relating to the angle (A).

83. (new)   The gaming method as defined in claim 69,
    wherein the lenticular screen comprises a first side comprising a plurality of lenticules and a second side comprising a substantially smooth surface;
    wherein said second side comprises an anti-reflective surface;
    wherein the first side of the lenticular screen is positioned to face the display screen; and
    wherein the second side of lenticular screen is positioned to face an observer of the display screen.

84. (new)   The gaming device as defined in claim 69, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.